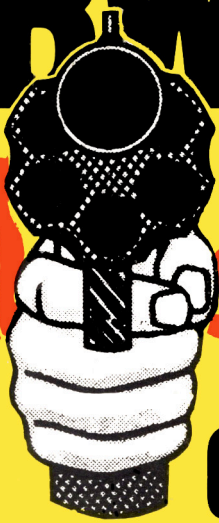
Paperback Games

$9.95
Suggested
Retail

Make My Day!

SUBWAY Vigilante GAME™



The Home Version

A game for 2 or more players, including 4 "gun" tokens, 24 "bullets", die, "subway" game board, "Punk" and "Make My Day" cards, and rules.

"You've read about this sort of thing in the newspapers and magazines. Now you can play it!"
—A tasteless critic

RULES

OBJECT OF THE GAME: Each player or team starts at Brooklyn with a gun and 6 bullets. The object is to be the first player to get to the Bronx alive.

CONTENTS: 4 "gun" playing pieces, 24 "bullets", 30 "Make My Day" cards, 30 "Punk" cards, one die, folded playing board, rules.

TO START GAME: Two to four players may play. Additional players team up. Each player selects a "gun" playing piece and 6 "bullets". The "bullets" are lined up on the spaces directly facing each player. Shuffle the pink "Punk" cards and the red "Make My Day" cards and place them face down on the board where indicated. Place all "gun" pieces on Brooklyn to start. Each player rolls the die. The highest roller goes first. Players roll and move the number of spaces that come up on the die. Play continues counterclockwise until someone wins by reaching the BRONX.

THE BOARD: The spaces on SUBWAY ViGILANTE™ are either regular subway stops with no action required or the spaces may have special instructions. These "SPECIAL SPACES" are described below.

SPECIAL SPACES

PUNK SPACES: A player landing on a Punk space must pick the top card from the pile of pink Punk cards and follow the instructions printed on the card. Then this card is placed face down on the bottom of the deck of Punk cards. If a Punk card instructs the player to lose one or more bullets, the bullets must be returned to the box.

MAKE MY DAY SPACES: A player landing on a Make My Day space picks the top card from the pile of red Make My Day cards and follows the instructions printed on the card. Then this card is placed face down on the bottom of the deck of Make My Day unless it is an "Extra Bullet" card, which is saved until needed.

SUBWAY TOKEN SPACES: A player landing on a Subway Token space (at the corners of the board) immediately rolls again and moves his gun playing piece.

CAR DERAILED SPACES: A player landing on a Car Derailed space must immediately roll again. If a "1", "2", or "3" is rolled, the player moves that number of spaces FORWARD toward the Bronx. If a "4", "5", or "6" is rolled, the player moves that number of spaces BACKWARD towards Brooklyn.

SUBWAY TRANSFER SPACES: A player landing on a Subway Transfer space immediately goes back to the nearest corner space. (The location to move to is given on the Subway Transfer space.) If that corner space is a Subway Token space, the player immediately rolls again and moves.

NOTE: When a player lands on a SPECIAL SPACE, the player must immediately follow the instructions on the space. Often, a player will move forward or backward and end up on another SPECIAL SPACE. The player must immediately follow the instructions on the new space. Thus, a player will often have more than one move during a turn.

NOTE: A player does not follow the instructions for a SPECIAL SPACE if the player lands on a space that is occupied by one or more opposing players. In this case, SHOVING occurs.

SHOVING

When a player lands on a space that is occupied by one or more opposing players, a situation called SHOVING occurs. If this is a SPECIAL SPACE, the instructions are ignored. (Thus, a player does not draw Punk or Make My Day cards if shoving occurs.) The player that has just landed on the occupied space is called the SHOVER. The player that was already on the space is called the SHOVEE. They begin a SHOVING MATCH as follows:

The SHOVER holds the die while the SHOVEE guesses either "high" or "low". The SHOVER repeats the guess aloud to avoid confusion and then rolls the die. (High is "4", "5", or "6" and low is "1", "2", or "3".) The SHOVER rolls the die and if the SHOVEE guessed the die roll correctly, then the SHOVER gives the SHOVEE one of his bullets. If the SHOVEE guessed incorrectly, then the SHOVEE must give the SHOVER one of his bullets. After this SHOVING match is over, the players' gun playing pieces share the same space on the board.

NOTE: SHOVING occurs only between the player that lands on the occupied space and the most recent player to have landed on the space (if there are more than 2 players on the space). Up to 4 players can stay on the same space.

NOTE: If the player that wins the SHOVING match has 6 bullets, the additional bullet he won in the shoving match goes back in the box. (No player may have more than 6 bullets any time during the game.)

MUGGED

Each player starts the game with 6 bullets. These bullets must be used when instructed by certain Punk Cards, and also after losing a SHOVING match. A player that does not have a bullet (or EXTRA BULLET card) to surrender is MUGGED and must immediately go back to the Brooklyn space and start over. The MUGGED player is immediately reequipped with 6 bullets and continues to play the game when it is his turn again to roll the die.

NOTE: A player is allowed a maximum of 6 bullets. Any player with 6 bullets cannot win an extra bullet in a SHOVING match but can keep one or more EXTRA BULLET cards. These cards should be saved and used only when a player has run out of metal bullet playing pieces.

WINNING THE GAME: The first player that lands on the last space (Bronx) is the winner. If a player is approaching the Bronx space and rolls a number above the exact number of spaces to the Bronx space, the player may not move. NOTE: It is not necessary to have any bullets left to win the game.

EXPLANATION OF CERTAIN "MAKE MY DAY" AND "PUNK" CARDS

EXTRA BULLET CARD: This card should be saved and is used only when a player has no more metal bullets. After it is used, the card is placed on the bottom of the Make My Day card pile. (A player may have a maximum of 6 mental bullets and two EXTRA BULLET cards.)

MOVE TO NEXT ROLL AGAIN SPACE: Move to the next Subway Token space unless you are past the last Subway Token space before the Bronx. In this case, you may not move. If you can move to the next Subway Token space, move and immediately roll again.

ROLL — IF EVEN GET 1 BULLET: Roll the die again. If you roll a "1", "3" or "5", nothing happens. If you roll a "2", "4" or "6", you get one bullet. If you already have 6 metal bullets, then nothing happens.

GET BULLET FROM PLAYER IN THE LEAD: Receive one bullet from the player who is closest to winning the game (closest to the Bronx space). If you pick the card and you are closest to winning the game, then nothing happens. If the player in the lead does not have a bullet or EXTRA BULLET card to surrender, then the player is MUGGED and forced to start over and you do not get a bullet. If more than one player is closest to winning the game (both on the same space) you get one bullet from each of these players.

MOVE TO NEXT CAR DERAILED SPACE: Move to the next Car Derailed space unless there is no Car Derailed space between your gun and the Bronx. In this case, you may not move. If you can move to the next Car Derailed space, move and immediately follow the instructions on the space.

ROLL DIE. 1 - START OVER, 2-5 LOSE ONE BULLET, 6 - ROLL AGAIN: Roll the die. If you roll a "1", you must start over at the Brooklyn space (and get re-equipped with 6 bullets). If you roll a "2", "3", "4", or "5", you lose one bullet which is placed back in the box. If you roll a "6", you are out of danger and get to immediately roll again and move.

GO TO PENN STATION: When this card is drawn, you must move to the Penn Station corner space and then immediately roll again and move.

* * *

Although the SUBWAY VIGILANTE™ GAME was made to amuse and entertain, we hope that playing the game will stimulate interest in the real issues involved. The following "ROUNDTABLE DISCUSSION" provides everyone an opportunity to debate and discuss the issues.

ROUNDTABLE DISCUSSION

Start the ROUNDTABLE DISCUSSION only after you have finished playing the game. The first player to land on the Bronx space and win the game becomes the Master of Ceremonies (MC) for the group. Choose someone else in the group to be the Sergeant at Arms. (You may need one if the discussion gets heated.)

The MC reads the first question below aloud. Then every player is given a chance to answer the question. When a player has finished answering, all others may question or debate the response.

Allow everyone a chance to respond and then move on to the next question. The MC is responsible to keep the discussion moving. The Sergeant at Arms should keep it clean.

1. Do you feel it is sometimes necessary to take the law into your own hands (i.e. become a vigilante)?
2. Do you think fighting back will discourage muggings or make them more vicious?
3. Do you own a gun? Would you use it if you felt threatened?
4. Have you ever been a victim of crime? How did it affect you?
5. Would you stop to help someone in trouble?
6. What can people do to protect themselves from criminals?
7. What's wrong with our current criminal justice system?
8. Do you think juvenile crime should have stricter punishment?
9. Do you favor the death penalty? Why or why not?
10. What should be done about our overcrowded jails?
11. Can criminals be rehabilitated?
12. What do you think are the main causes of crime?
13. Do you think television and movies have increased real-life violence?
14. They say every cloud has a silver lining. What good do you think will come from the recent subway shootings?
15. Would you like to help victims of crime? For a list of victim-support groups write to NOVA, Box 11555, Washington, D.C. 20008.

Chase Punks to Penn Station

GO TO PENN STATION

Punk brandishes screwdriver

USE 1 BULLET

Punk mugs innocent bystander

USE 1 BULLET

Punk runs out of sight

ROLL & MOVE BACKWARDS

Punks in station distract you

LOSE NEXT TURN

Punk heard you coming and runs off

NO BULLETS USED

Punk pulls out gun

ROLL DIE

1 – start over
2-5 – lose one bullet
6 – roll again

Punk raises arms to surrender

CHOICE: USE 1 BULLET & ROLL AGAIN or NO BULLETS USED

Cops help stop Punks

ROLL AGAIN

Chase Punks in station

USE 1 BULLET & LOSE NEXT TURN

Punk shot, but still moving

USE 2 BULLETS

Security guard taps your shoulder, you panic

USE 1 BULLET

Punk starts to backtrack

MOVE BACK 1 SPACE

Take the Express

ROLL AGAIN

Stop to watch Punks paint graffiti

CHOICE: USE 1 BULLET or LOSE TURN

Car derailed ahead

MOVE TO NEXT CAR DERAILED SPACE

Punk runs one car back

MOVE BACK 2 SPACES

Punk runs to accident scene

GO BACK TO NEAREST CAR DERAILED SPACE

Put gun to Punk's head

MOVE AHEAD 2 SPACES

Back punk against wall

MOVE AHEAD 1 SPACE

Chase Punk up stairs, bullets drop

LOSE ALL EXTRA BULLET CARDS

Cock your gun's trigger

MOVE AHEAD 3 SPACES

Tell Punk– "Make My Day"

MOVE AHEAD 4 SPACES

Wild chase leads to detour

GO TO PENN STATION

Bystander gives you bullet

GET BULLET FROM PLAYER IN THE LEAD

Punk runs away & you take chase

MOVE BACK 3 SPACES

Train speeds up

ROLL AGAIN AND MOVE DOUBLE

Find bullet on seat

EXTRA BULLET CARD

Find something on the ground

ROLL DIE, IF EVEN GET 1 BULLET

Fight ahead

MOVE TO NEXT ROLL AGAIN SPACE

PENN STATION — ROLL AGAIN

TRANSFER TO BROADWAY JUNCTION

Washington Square

Punk — DRAW A CARD — MAKE MY DAY

World Trade CENTER

City Hall

Punk — DRAW A CARD — MAKE MY DAY

WALL STREET

CAR DERAILED! Roll 1, 2, or 3 to move ahead — 4, 5, or 6 must backtrack!

DRAW A CARD — MAKE MY DAY — Punk

Lafayette Avenue

Nostrand Avenue

MAKE MY DAY — Punk — DRAW A CARD

Utica Avenue

BROADWAY JUNCTION — ROLL AGAIN

STORE BULLETS HERE

TIMES SQUARE

MAKE MY DAY — DRAW A CARD

Columbus Circle

LINCOLN CENTER

MAKE MY DAY — DRAW A CARD

Punk

CENTRAL PARK

MAKE MY DAY — DRAW A CARD

CAR DERAILED! Roll 1, 2, or 3 to move ahead — 4, 5, or 6 must backtrack!

Cathedral Parkway

MAKE MY DAY — DRAW A CARD

Punk E M

Punk L

Punk R

Punk H A

MAKE MY DAY — DRAW A CARD

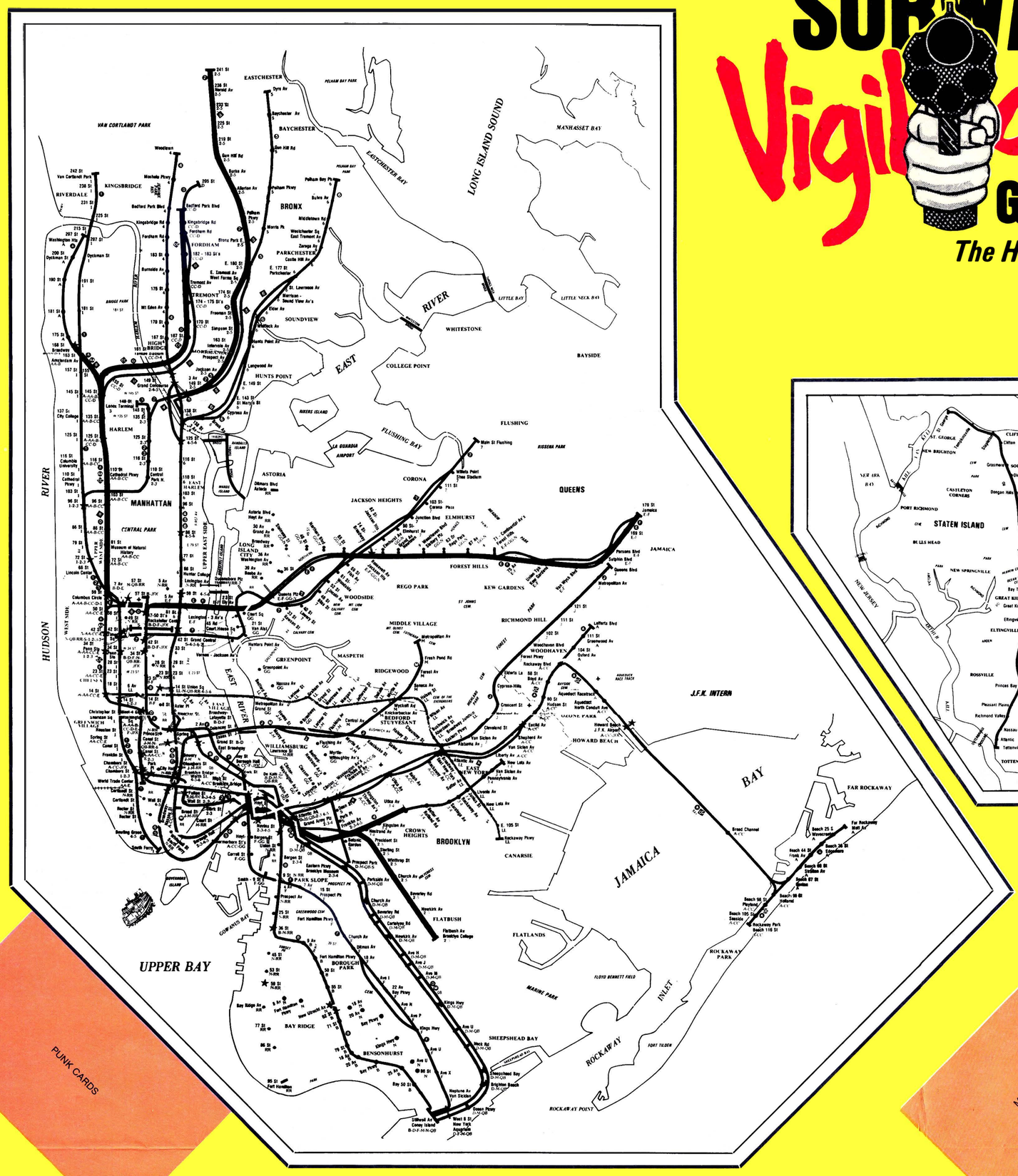
YANKEE STADIUM

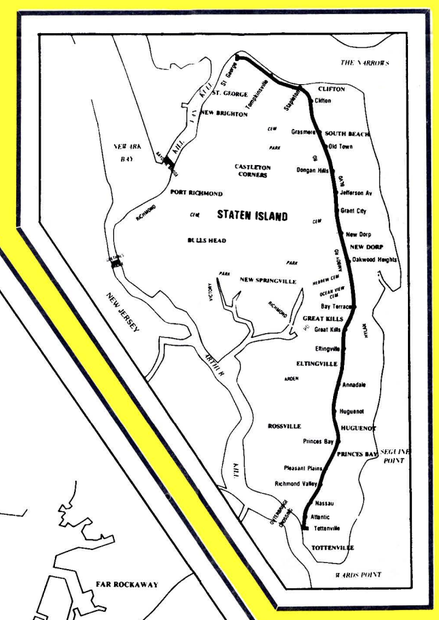
TRANSFER TO PENN STATION

GRAND CONCOURSE — ROLL AGAIN

SUBWAY Vigilante GAME™

The Home Version





PUNK CARDS

MAKE MY DAY CARDS

STORE BULLETS HERE

TRANSFER BACK TO BROOKLYN

Punk

Atlantic Avenue

Punk

DRAW A CARD — MAKE MY DAY

Liberty Avenue

Euclid Avenue

DRAW A CARD — MAKE MY DAY

Rockaway Boulevard

CAR DERAILED! Roll 1, 2 or 3 to move ahead — 4, 5, or 6 must backtrack!

DRAW A CARD — MAKE MY DAY

Aqueduct Racetrack

JFK Airport

Punk

DRAW A CARD — MAKE MY DAY

Broad Channel

DRAW A CARD — MAKE MY DAY

Beach Playland

Brooklyn START HERE

BRONX END OF THE LINE

TRANSFER TO GRAND CONCOURSE

Punk

DRAW A CARD — MAKE MY DAY

241st St.

233rd St.

Green Hill Road

CAR DERAILED! Roll 1, 2, or 3 to move ahead — 4, 5, or 6 must backtrack!

DRAW A CARD — MAKE MY DAY

Pelham Parkway

Punk

DRAW A CARD — MAKE MY DAY

Bronx Park East

West Farms Square

Punk

DRAW A CARD — MAKE MY DAY

Prospect Avenue

Are you fed up seeing punks and hoodlums terrorizing the weak and infirm? Do you feel that our criminal justice system is too lenient with these troublemakers? Do you wish you could FIGHT BACK?

Now everyone can be a vigilante. With the creation of the Subway Vigilante™ Game, you can strike back in the comfort of your home without taking the law into your own hands.

Each player starts in Brooklyn with a gun and 6 bullets. The object of the game is to get home to the Bronx alive! Along the way, you may need to use your bullets to "deter" a few punks. However, if you run out of bullets, you can be mugged and forced to start over.

Subway Vigilante™ is a fun game for all ages. Included is a gameboard designed around an unofficial map of the New York Subway System.

The game is a perfect gift for that trigger happy, law and order conservative. (Definition of conservative: a liberal who has been mugged

The Subway Vigilante™ Game is a new kind of game that will fit on your shelf like a book. We call it a Paperback™ game. We think you will: Love the game! Love the Size! Love the Price!—Only $9.95 Suggested Retail.

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